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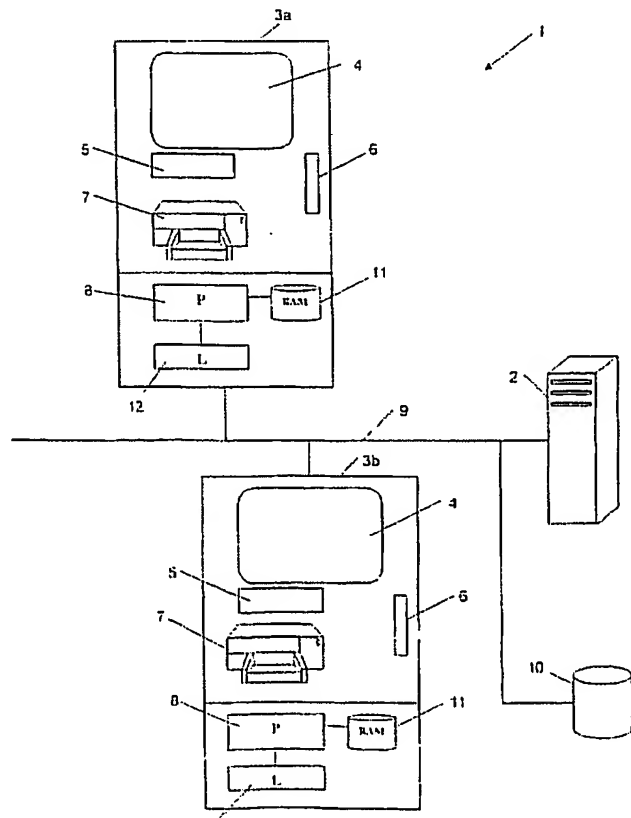
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(54) Title: BETTING TERMINAL WITH LOGGING FACILITY



(57) Abstract: A betting terminal comprises a gaming
server (2) that regulates the progress of a number of dif-
ferent selectable games, a user access facility (3a, 3b),
a communication network (9), storage means (10) and a
logging facility (11) capable of logging transaction data
relating to each wager placed by the player on the user
access facility and to download the logged transaction
data to the storage facility.

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BETTING TERMINAL WITH LOGGING FACILITY**Field of the Invention**

15 This invention relates to a betting terminal and, more particularly, to a betting terminal of a type that is commonly employed in betting shops, entertainment venues and the like. The invention extends to a method of operating a betting terminal.

20

Background to the Invention

Betting terminals have become increasingly common in a number of different jurisdictions that have a regulated gambling industry.

25

Such a betting terminal has a player console that offers a player a menu of one or more games of chance that the player can select to play. The games of chance have outcomes that are determined by random events, usually generated by means of a random number generator implemented in software. The software random number generator may be executed locally within the player console
30 itself or may be implemented externally in a gaming server to which the player terminal is linked by means of a communication network. In the latter topology, one or more separate player consoles may be connected to a single external gaming server by means of the communication network.

35

It is usual for the player to play any of the games of chance by means of pre-purchased credit. For reasons of simplicity and convenience it is customary for the player console to be equipped with a coin-receiving mechanism and a banknote reader that will allow the player to acquire credit in a simple manner without the necessity of using prepayment tokens such as credit cards, debit cards and the like. The player console may also be equipped with a printer that prints out an encoded voucher on demand when the player desires to terminate his playing session and to cash out any credit that he may have accumulated. The voucher may be redeemed for value from an operator of the betting terminal.

The games of chance offered by the player console may offer jackpot prizes that can be won from time to time.

Such a player console operates in an "always on" mode, in the sense that no player login or authentication is required in order to play any of the games of chance. The player console may be located at a convenient location, such as a betting shop, an entertainment venue, or the like. The gaming server to which the player console is linked may also be located with the player console, or may be located remotely therefrom. Revenue derived by an operator of the betting terminal may be shared with a supplier of the terminal. Other similar commercial arrangements are possible between the operator and the supplier of the betting terminal.

Those skilled in the art will appreciate that, due to the "always on" operation of the betting terminal, difficulties may arise for the supplier from time to time in verifying the operator's compliance with the commercial arrangements.

Object of the Invention

It is an object of this invention to provide a betting terminal and a method of operating a betting terminal that will, at least partially, alleviate the
5 abovementioned difficulties and disadvantages.

Summary of the Invention

10 In accordance with this invention there is provided a betting terminal, comprising:
a gaming server operable under program control to regulate the progress of any
one of a number of different selectable games;
a user access facility usable by a player to select any one of the number of
different selectable games for play and to place a wager on any turn thereof;
15 a communication network providing communication between the user access
facility and the gaming server;
a storage means communicable with the user access facility by means of the
communication network; and
a logging facility operable to log transaction data relating to each wager placed
20 by the player on the user access facility and to download the logged transaction
data to the storage means.

Further features of the invention provide for the transaction data relating to any
wager to include data relating to a size and type of the wager, an outcome of the
25 wager, the outcome of the wager being either successful or unsuccessful, a size
of a prize won by the player when the wager is successful, and a corresponding
identity of one of the number of different selectable games on which the wager
was placed, for the logging facility to log the transaction data in a buffer capable
of storing transaction data corresponding to a predetermined number of turns of
30 any of the different selectable games, and for the logging facility to download the
buffered transaction data to the remote storage means when the buffer is full.

Still further features of the invention provide for a plurality of different user access facilities to be communicable with the gaming server by means of the communication network, each one of the plurality of different user access facilities having a corresponding unique identification code, and for the transaction data relating to any particular wager to also include a unique
5 identification code of a user access facility from which the player placed the wager.

Yet further features of the invention provide for the games to be casino games,
10 for the communication network to be an open communication network, for the open communication network to be the Internet, and for the user access facility to be a computer workstation connectable to the World Wide Web of the Internet.

The invention extends to a method of operating a betting terminal, comprising the
15 steps of:
operating a gaming sever under program control to regulate the progress of any one of a number of different selectable games;
selecting, by means of a user access facility, any one of the number of different selectable games for play and placing a wager on a turn thereof, the user access
20 facility being communicable with the gaming server;
logging transaction data relating to each wager placed by the player on the user access facility; and
downloading the logged transaction data to a storage means remote from the user access facility.

25

There is further provided for the transaction data relating to any wager to include data relating to a size and type of the wager, an outcome of the wager, the outcome of the wager being either successful or unsuccessful, a size of a prize won by the player when the wager is successful, and a corresponding identity of
30 one of the number of different selectable games on which the wager was placed, for logging the transaction data in a buffer capable of storing transaction data corresponding to a predetermined number of turns of any of the different

selectable games, and for downloading the buffered transaction data to the remote storage means when the buffer is full.

There is still further provided for linking a plurality of different user access facilities with the gaming server by means of the communication network, each one of the plurality of different user access facilities having a corresponding unique identification code, and for including in the buffered transaction data a unique identification code of a user access facility from which the wager was placed.

Brief Description of the Drawings

One embodiment of the invention is described below, by way of example only, and with reference to the abovementioned drawings, in which:

Figure 1 is functional representation of a betting terminal according to the invention.

Detailed Description of the Invention

Referring to Figure 1, a betting terminal is indicated generally by reference numeral (1).

The betting terminal (1) includes a gaming server (2) and two user access facilities (3a and 3b) in the form of two player console each having a touch screen (4), a banknote reader (5), a coin receiving mechanism (6) such as a coin slot, and a thermal printer (7). Each player console also includes an Internet-enabled processor (8) which is in communication with the gaming server (2) by means of a communication network (9) that is, in this embodiment, the Internet.

The player consoles (3a and 3b) are located remotely from the gaming server (2). Each player console (3) is usable by a player to play any one of a number of different video games that are available for play. A menu of available games is presented to the player on the touch screen (4) and the player is able to select
5 any one of the games in the menu for play by touching corresponding icons (not shown) displayed on the screen in a manner that is well known in the art.

The betting terminal (1) includes a logging database (10) remote from the player consoles (3) and accessible by means of the communication network (9). The
10 operation of the logging database (10) will be described in more detail in the description that follows.

The Internet-enabled processor (8) is a conventional personal computer operating under a Windows 2000 operating system, which is well known and
15 commercially available from the Microsoft Corporation of Seattle, Washington, USA. The Internet-enabled processor (8) and the gaming server (2) execute different components of any available game that is selected for play by the player. Each game consists of a client process that is executed in the processor (8) and a server process that is executed in the gaming server (2). The client
20 process of a selected game simulates the progress of the game on the touch screen (4), while the server process generates, upon request of the of the client process, one or more random events that determine an outcome or outcomes of a turn of the game. The client component obtains the result of the random event and utilises the result to display a corresponding outcome of the game to the
25 player in an intelligible manner by means of the simulation on the touch screen (4).

Each one of the available games is playable by the player against the consumption of credit. The player may insert one or more banknotes into the
30 banknote reader (5) and coins into the coin slot (6) in order to procure credit to play any of the games, without the need to use payment tokens such as debit cards, credit cards or the like. A player's credit balance is displayed on the touch

screen (4) at all times. The player utilises his credit to place a wager on every turn of the games that he selects for play. The outcome of any wager is either an unsuccessful outcome in which the player's wager is forfeited to an operator of the betting terminal (1), or a successful outcome in which the player's wager is paid out at predetermined odds.

The betting terminal (1) includes a logging facility in the form of a non-volatile storage memory (11) and a logging application software program (12) that is executable in the processor (8) of each player console (3). The non-volatile storage memory (11) is a local Random Access Memory circular buffer that is sized to store transaction data corresponding to a predetermined number, say 20, of consecutive wagers made by the player. The transaction data is buffered in the non-volatile storage memory (11) by the logging application software program that executes in the processor (8) of the player console (3).

The transaction data corresponding to any particular wager includes data relating to a size and type of the wager, an outcome of the wager, a size of a prize won by the player for a successful wager, an identification code corresponding to the selected game on which the wager was made, and an identification code corresponding to a player console from which the wager was made by the player. The logging application software program (12) downloads the buffered transaction data to the logging database (10) when the local buffer (11) is full and, once download is complete, flushes the local buffer. It will be appreciated by those skilled in the art that the downloaded contents from the local buffers (11) of the display consoles (3) are consolidated and merged into the remote logging database (10). The merged transaction data in the remote logging database (10) is available for the performance of offline queries by interested parties such as a supplier of the betting terminal (1).

Numerous modifications are possible to this embodiment without departing from the scope of the invention. In particular, the betting terminal (1) may include more than two player consoles (3a and 3b) than indicated above. Alternatively, the

betting terminal (1) may include only a single player console in which the gaming server (2) is integrated within the display console to provide, effectively, a standalone betting terminal. In this instance, the functionality of the gaming server (2) and the processor (8) in the display console may be consolidated, necessitating only a single processor for the betting terminal (1). Further, the remote logging database (10) may also be integrated within the display console. In such a stand-alone embodiment, the use of an open communication network (9) such as the Internet may be dispensed with, and communication between the gaming server (2), the processor (8) and the logging database (10) can take place by means of a local communication bus or a closed network.

The invention therefore provides a betting terminal (1) with a logging facility that enables the generation of a historical log file of transaction data relating to any wager placed by a player on a display console forming part of the betting terminal.

Claims

1. A betting terminal, comprising:
a gaming server operable under program control to regulate the progress
5 of any one of a number of different selectable games;
a user access facility usable by a player to select any one of the number of
different selectable games for play and to place a wager on any turn
thereof;
a communication network providing communication between the user
10 access facility and the gaming server;
a storage means communicable with the user access facility by means of
the communication network; and
a logging facility operable to log transaction data relating to each wager
placed by the player on the user access facility and to download the
15 logged transaction data to the storage means.
2. A betting terminal as claimed in claim 1 in which the transaction data
relating to any wager includes data relating to a size and type of the
wager, an outcome of the wager, the outcome of the wager being either
20 successful or unsuccessful, a size of a prize won by the player when the
wager is successful, and a corresponding identity of one of the number of
different selectable games on which the wager was placed.
3. A betting terminal as claimed in either one of claims 1 or 2 in which the
25 logging facility logs the transaction data in a buffer capable of storing
transaction data corresponding to a predetermined number of turns of any
of the different selectable games.
4. A betting terminal as claimed in claim 3 in which the logging facility
30 downloads the buffered transaction data to the remote storage means
when the buffer is full.

- 5 5. A betting terminal as claimed in any one of the preceding claims in which a plurality of different user access facilities is communicable with the gaming server by means of the communication network, each one of the plurality of different user access facilities having a corresponding unique identification code.
- 10 6. A betting terminal as claimed in claim 5 in which the transaction data relating to any particular wager also includes a unique identification code of a user access facility from which the player placed the wager.
- 15 7. A betting terminal as claimed in any one of the preceding claims in which the games are casino games.
8. A betting terminal as claimed in any one of the preceding claims in which the communication network is an open communication network.
- 20 10. A betting terminal as claimed in claim 9 in which the user access facility is a computer workstation connectable to the World Wide Web of the Internet.
- 25 11. A method of operating a betting terminal, comprising the steps of:
operating a gaming sever under program control to regulate the progress of any one of a number of different selectable games;
selecting, by means of a user access facility, any one of the number of different selectable games for play and placing a wager on a turn thereof, the user access facility being communicable with the gaming server;
30 logging transaction data relating to each wager placed by the player on the user access facility; and

downloading the logged transaction data to a storage means remote from the user access facility.

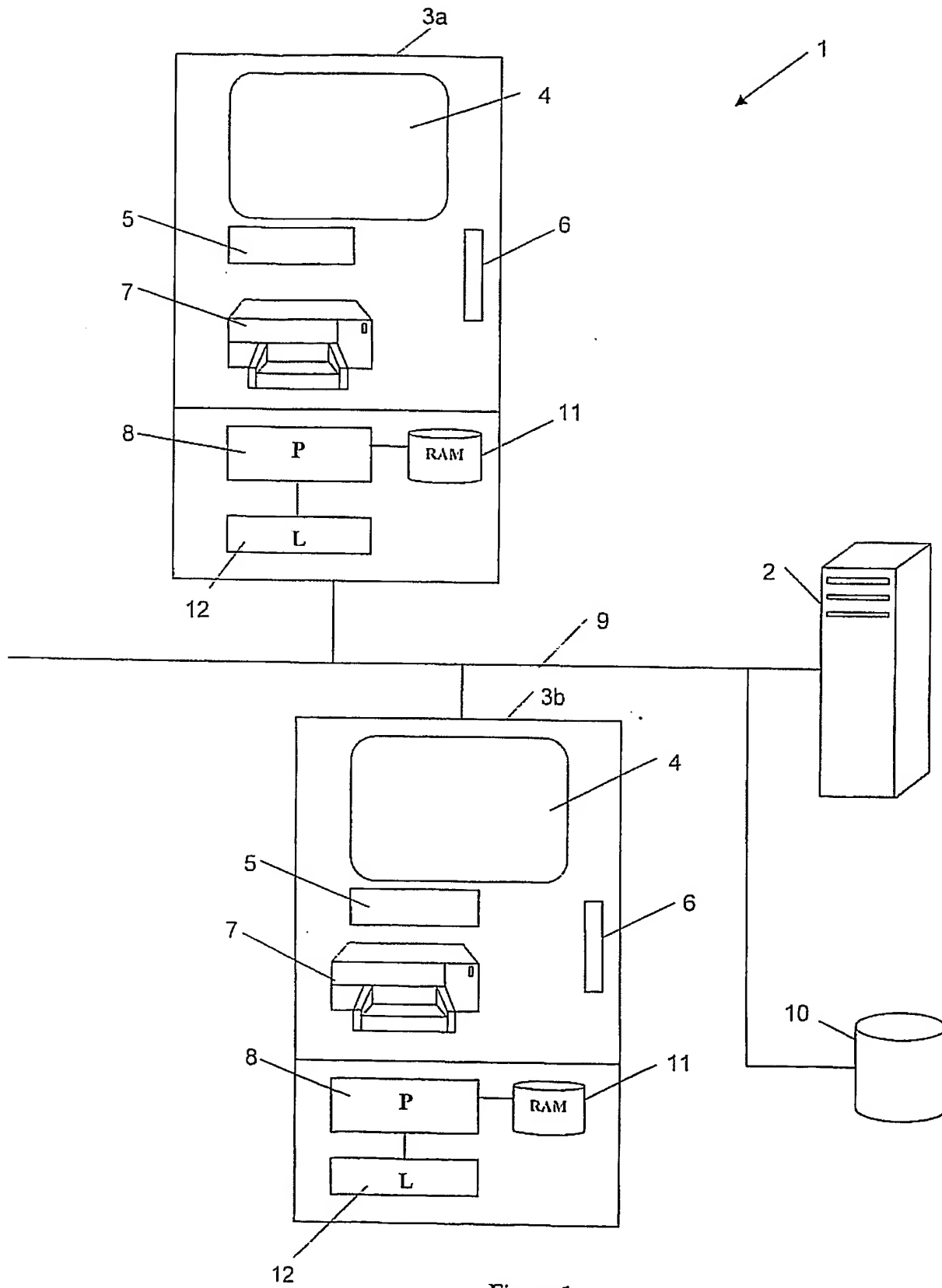
5 12. A method as claimed in claim 11 in which the transaction data relating to any wager includes data relating to a size and type of the wager, an outcome of the wager, the outcome of the wager being either successful or unsuccessful, a size of a prize won by the player when the wager is successful, and a corresponding identity of one of the number of different selectable games on which the wager was placed.

10 13. A method as claimed either one of claims 11 or 12 in which the transaction data is logged in a buffer capable of storing transaction data corresponding to a predetermined number of turns of any of the different selectable games.

15 14. A method as claimed in any one of claims 11 to 13 that includes the step of downloading the buffered transaction data to the remote storage means when the buffer is full.

20 15. A method as claimed in any one of claims 11 to 14 that includes a step of linking a plurality of different user access facilities with the gaming server by means of the communication network, each one of the plurality of different user access facilities having a corresponding unique identification code.

25 16. A method as claimed in claim 15 in which a unique identification code of a user access facility from which the wager was placed is included in the buffered transaction data.

**Figure 1**

INTERNATIONAL SEARCH REPORT

International application No.

PCT/IB04/01638

A. CLASSIFICATION OF SUBJECT MATTER

IPC(7) : A63F 3/06

US CL : 463/42

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

U.S. : 463/42, 25, 20, 16

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

EAST: USPAT database, search terms: network and wager and game and server and account

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category *	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	US 5,674,128 A (HOLCH et al.) 07 October 1997 (07.10.1997), see entire document.	1-4, 11-13

☐

Further documents are listed in the continuation of Box C.

☐

See patent family annex.

* Special categories of cited documents:	"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention
"A" document defining the general state of the art which is not considered to be of particular relevance	"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone
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"O" document referring to an oral disclosure, use, exhibition or other means	
"P" document published prior to the international filing date but later than the priority date claimed	

Date of the actual completion of the international search

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INTERNATIONAL SEARCH REPORT

International application No.

PCT/IB04/01638

Box No. II Observations where certain claims were found unsearchable (Continuation of item 2 of first sheet)

This international search report has not been established in respect of certain claims under Article 17(2)(a) for the following reasons:

1. ☐ Claims Nos.:
because they relate to subject matter not required to be searched by this Authority, namely:
2. ☐ Claims Nos.:
because they relate to parts of the international application that do not comply with the prescribed requirements to such an extent that no meaningful international search can be carried out, specifically:
3. ☒ Claims Nos.: 5-10,14-16
because they are dependent claims and are not drafted in accordance with the second and third sentences of Rule 6.4(a).

Box No. III Observations where unity of invention is lacking (Continuation of item 3 of first sheet)

This International Searching Authority found multiple inventions in this international application, as follows:

1. ☐ As all required additional search fees were timely paid by the applicant, this international search report covers all searchable claims.
2. ☐ As all searchable claims could be searched without effort justifying an additional fee, this Authority did not invite payment of any additional fee.
3. ☐ As only some of the required additional search fees were timely paid by the applicant, this international search report covers only those claims for which fees were paid, specifically claims Nos.:
4. ☐ No required additional search fees were timely paid by the applicant. Consequently, this international search report is restricted to the invention first mentioned in the claims; it is covered by claims Nos.:

Remark on Protest

☐

The additional search fees were accompanied by the applicant's protest.

☐

No protest accompanied the payment of additional search fees.